WHAT IS CLAIMED IS:

1.   A method of configuring a broadcast aperture for transferring data between a processor and a plurality of graphics devices, the method comprising:

receiving allocation data for a broadcast aperture in a physical address space;

configuring a bridge with a first set of configuration data, wherein the bridge is adapted to facilitate transferring data between a processor and a plurality of graphics devices;

configuring the bridge with a second set of configuration data, thereby activating the broadcast aperture.

2.   The method of claim 1, wherein configuring a bridge with a first set of configuration data further comprises retrieving at least a portion of the first set of configuration data including a broadcast aperature size from a system configuration memory.

3.   The method of claim 2, wherein the broadcast aperture size is set by a user via a BIOS configuration utility.

4.   The method of claim 1, wherein configuring the bridge with a second set of configuration data comprises receiving at least a portion of the second set of configuration data from a graphics driver associated with the plurality of graphics devices.

5.   The method of claim 1, wherein at least one of the plurality of graphics devices includes a plurality of graphics processing units.

6.   The method of claim 1, wherein the processor executes a graphics driver adapted to communicate a set of rendering commands and rendering data to the plurality of graphics devices via the broadcast aperture.

7.   The method of claim 6, wherein the set of rendering commands directs a first portion of the plurality of graphics devices to render a first portion of a frame and directs a second portion of the plurality of graphics devices to render a second portion of the frame.

8.   The method of claim 6, wherein the set of rendering commands directs a first portion of the plurality of graphics devices to render a first frame and directs a second portion of the plurality of graphics devices to render a second frame.

1   9.   The method of claim 6, wherein the set of rendering commands direct

2 a first portion of the plurality of graphics devices to transfer rendered image data comprising

3 at least a portion of a frame to one of the plurality of graphics devices connected with a

4 display device.

1   10.   The method of claim 9, wherein the first portion of the plurality of

2 graphics devices is adapted to transfer rendered image data to the one of the plurality of

3 graphics devices connected with a display device via a digital video connection.

1   11.   The method of claim 9, wherein the first portion of the plurality of

2 graphics devices is adapted to transfer rendered image data to the one of the plurality of

3 graphics devices connected with a display device via a graphics bus using a blit operation.

1   12.   The method of claim 11, wherein the rendered image data includes an

2 anti-aliased version of at least a portion of a frame.

1   13.   The method of claim 11, wherein the rendered image data is associated

2 with a complex portion of a frame.

1   14.   An apparatus for transferring data to a plurality of graphics devices,

2 the apparatus comprising:

3   a graphics device interface adapted to communicate a set of data with each of

4 the plurality of graphics devices; and

5   a graphics device broadcast unit responsive to the set of data received via a

6 broadcast aperature, wherein in response to receiving the set of data via the broadcast

7 aperature, the graphics device broadcast unit is adapted to communicate a copy of the set of

8 data with each of the plurality of graphics devices.

1   15.   The apparatus of claim 14, wherein the graphics device broadcast unit

2 is adapted to receive the set of data from a processor via the broadcast aperature.

1   16.   The apparatus of claim 14, further including a direct memory access

2 transfer unit adapted to retrieve the set of data from a memory and to communicate the set of

3 data to the graphics device broadcast unit via the broadcast aperature.

1   17.   The apparatus of claim 14, wherein the graphics device broadcast unit

2   includes a broadcast aperature base address register adapted to store a memory address

3   associated with the broadcast aperature.

1   18.   The apparatus of claim 17, further adapted to receive the memory

2   address associated with the broadcast aperature from a bridge driver.

1   19.   The apparatus of claim 14, wherein the graphics device broadcast unit

2   includes a broadcast aperature size register adapted to store a size value associated with the

3   broadcast aperature.

1   20.   The apparatus of claim 19, further adapted to receive the size value

2   associated with the broadcast aperature from a bridge driver, wherein the bridge driver is

3   adapted to retrieve the size value associated with the broadcast aperature from a system

4   configuration memory.

1   21.   The apparatus of claim 14, wherein the graphics device broadcast unit

2   includes a plurality of unicast aperature base address registers corresponding with the

3   plurality of graphics devices, each unicast aperature base address register adapted to store a

4   memory address associated with a unicast aperature of one of the plurality of graphics

5   devices; and

6   wherein the graphics device interface is adapted to communicate a copy of the

7   set of data with the each of plurality of graphics devices via its associated unicast aperature.

1   22.   The apparatus of claim 21, further adapted to receive the memory

2   addresses associated with the unicast aperatures of the plurality of graphics devices from a

3   graphics driver via a bridge driver.